

ESOF 322 PA4

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Dependencies

We do not have any dependencies.

How to

We used Netbeans to create our monopoly game. Simply clean and build the code, then press run to operate the monopoly game. Then simply follow the on screen instructions.

What is Strong

An improvement in organization from PA3. Learning from our mistakes with our previous turn class, we decided to spread out all the functions in our Turn class to other classes. These classes are well named to indicate what functions lie within them in order to better organize and fix any errors in our code. It made things easier to find. We have a well working GUI and the proper images associated with our monopoly game and monopoly game variant. For our monopoly game variant, we were able to find associated pictures for icons and also switched up the icons.

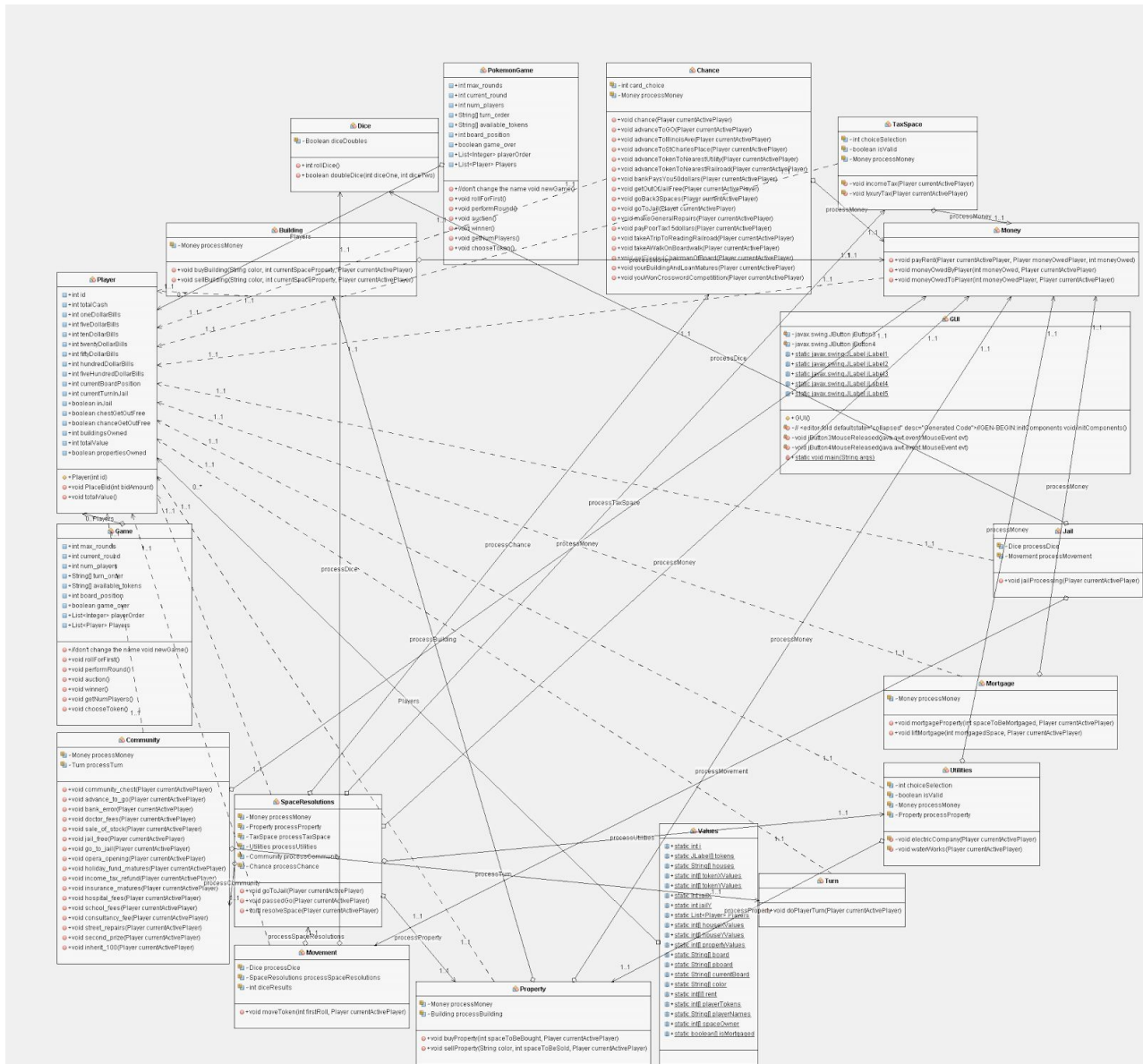
What is Weak and Missing

We currently do not have JUNIT testing for the project. We did make a strong attempt at it. However, because of time constraints and due to it being fairly complicated we could not get it done.

What Would We Do Differently

























We would probably allocate more time towards the testing of the project. As mentioned above we weren't able to get JUNIT done. An alternative way would have been to do JUNIT cases as the classes were being created.

Updated Class Diagram




































Commit Log





























































































Commits on Dec 5, 2017

	Some more comments Khante committed 16 seconds ago	 a2244c4	
	Merge origin/master matthewwentz committed 5 hours ago	 59eefdf	
	Added commenting to multiple classes. matthewwentz committed 5 hours ago	 076da12	
	Comments galore RobbieJ117 committed 5 hours ago	 4e075a8	
	Merge origin/master matthewwentz committed 6 hours ago	 641295b	
	Added message popups to chance class matthewwentz committed 6 hours ago	 c9e8f8f	
	Some logic added RobbieJ117 committed 6 hours ago	 ecedd59	
	Some logic added RobbieJ117 committed 7 hours ago	 ed509ef	

Commits on Dec 3, 2017

	Created Jail class to help organize Turn RobbieJ117 committed 2 days ago	 a725de3	
	Merge origin/master Jonathan Sorem committed 2 days ago	 a55e8b7	
	Tokens fixed, tokens and board names now display when playing the Pok... ...	 1799017	
	Jonathan Sorem committed 2 days ago		
	Created the Jail Class RobbieJ117 committed 2 days ago	 32313df	
	Created Community and Chance classes RobbieJ117 committed 2 days ago	 f381429	
	Created Community and Chance classes RobbieJ117 committed 2 days ago	 a19dd1d	
	Merge origin/master RobbieJ117 committed 2 days ago	 1a5482e	
	Some Comments RobbieJ117 committed 2 days ago	 953020b	
	Correct board now displays depending on the game Jonathan Sorem committed 2 days ago	 02f6b59	
	Added new board and tokens for alternate game type. Started adding va... ...	 feac43a	
	Jonathan Sorem committed 2 days ago		
	Took several methods out of turn and put them into new classes: Money ...	 ce6e00a	
	RobbieJ117 committed 2 days ago		

Commits on Dec 3, 2017

	FIXED Jonathan Sorem committed 2 days ago	 767cdb8	
	removed spaceresolutions matthewwentz committed 2 days ago	 6d25bfe	
	Added community chest and chance. matthewwentz committed 2 days ago	 27bac38	
	Fixed things Jonathan Sorem committed 2 days ago	 5e81735	
	Changed opera() to use list matthewwentz committed 2 days ago	 071946d	
	one more push for the bois Khante committed 2 days ago	 a5d8979	
	Made player list static for easier reference Jonathan Sorem committed 2 days ago	 8ec5612	
	Added functions to switch statement. opera() is not working. matthewwentz committed 2 days ago	 8668022	
	Merge origin/master matthewwentz committed 2 days ago	 53a6c27	
	adsfasd matthewwentz committed 2 days ago	 5a811dd	
	Added logic for choosing card. matthewwentz committed 2 days ago	 1d810a9	
	one more push for the bois Khante committed 2 days ago	 efe7f7e	
	Merge branch 'master' of https://github.com/MSU-ESOF322/Team21 Khante committed 2 days ago	 9c603c7	
	Push for the bois Khante committed 2 days ago	 bf9a844	
	Merge origin/master RobbieJ117 committed 2 days ago	 198e29a	
	Comments RobbieJ117 committed 2 days ago	 bdf9a36	
	Merge origin/master matthewwentz committed 2 days ago	 bb18a3a	
	Added even more community chest functions. matthewwentz committed 2 days ago	 5cf78e6	
	Merge origin/master RobbieJ117 committed 2 days ago	 4e2f43b	
	Made a modification of Player to incorporate something better into Turn. RobbieJ117 committed 2 days ago	 3d89fb5	
	Merge branch 'master' of https://github.com/MSU-ESOF322/Team21 Khante committed 2 days ago	 1ad6f42	
	random push for grade Khante committed 2 days ago	 09b660b	
	Created Utilities and moved appropriate functions into it. RobbieJ117 committed 2 days ago	 4bd7c95	
	Created Taxspace, and made edits in Space Resolutions RobbieJ117 committed 2 days ago	 a177912	
	Added most of community chest functions. matthewwentz committed 2 days ago	 a750f42	
	Now Turn is empty and everything is in a relavent class. RobbieJ117 committed 2 days ago	 fd10903	
	Merge origin/master RobbieJ117 committed 2 days ago	 81c8b2d	
	Did a whole reconstruction of the code, rethinking my life choices, <small>1 file</small> RobbieJ117 committed 2 days ago	 79dddcf	
	added function templates Khante committed 2 days ago	 b76e285	
	Removed useless buttons Jonathan Sorem committed 2 days ago	 dbe10ff	
	Merge origin/master RobbieJ117 committed 2 days ago	 2e16d7c	